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# Fanon Materials

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*For the materials that exists in the EAPEU, check the following article: Materials (EAPEU)*

In Nátalam, a diverse array of crafting materials exists. Some are common and found in other universes, while others are unique to this one. These materials serve a variety of purposes, including crafting weapons, brewing potions, creating poisons, making various objects, and more.

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## Alchemic Components

- Doppler Hormones: Hormones present in the dopplers' and skogsrens blood, which can be extracted and together with other alchemical materials, create a potion that, over a period of six months, can change a person's biological sex.

## Elemental Essences

Substances which are elemental in nature usually not naturally occurring in the Nátalam, they are sometimes found in the corpses of creatures/monsters from other worlds. Especially, in those who come from other planes.

- **Ice Essence**: *TBA*
- **Light Essence**: *TBA*
- **Plasma Essence**: *TBA*
- **Shadow Essence**: *TBA*
- **Water Essence**: *TBA*

## Metals

- **Abemonium**: A metal found in both Basilia and the Silk Islands. It is rare to locate and extract, primarily found in volcanic tubes that open to the coast. Highly resistant to corrosion, even more so than stainless steel, it withstands all acids that affect stainless steels, preventing damage from intergranular attack or generalized pitting. However, it is not as hard as stainless steel, with a hardness similar to tin. Due to this, it is primarily used in alloys, playing a key role in the swords of the School of the Crane witchers. When combined with Cold Iron, it enables the swords to withstand marine pressures and resist corrosion. Its name is believed to derive from *"Abe,"* meaning water in Basilian.
- **Adamantium**: Adamantium is a remarkable metal—almost unbreakable, untarnishable, and relatively lightweight compared to other metals—making it highly sought after. It was first discovered during the Nordling and dwarven colonization of Fabiola and has since become one of the rarest and most valuable metals. Its most notable property is its ability to harm True Higher Vampires, a feat that silver, a bane to many monsters, cannot achieve. While silver may wound them, adamantium pierces through their advanced regenerative abilities, causing lasting damage. This metal is also impervious to tarnish, making weapons and tools made from it not only deadly but long-lasting. When combined with substances like vampire oil, adamantium becomes even more lethal against True

Higher Vampires. Despite its similar name, adamantium should not be confused with adamant, a different metal.

- **Adamant or Diamasium**: Before adamantium's discovery, adamant, also known as diamasium, was considered the most durable metal. Found exclusively in the Apumayu Basin, adamant was used to craft weapons and tools, including the legendary wrist blades prized for their strength and sharpness. Adamant is stronger than copper, iron, and some forms of steel, such as bulat steel, but it is less durable than adamantium. The name *"adamant"* (meaning highly resistant in Nordlingaen) came from its supposed indestructibility, a reputation that held until the superior adamantium was unearthed. The alternate name "diamasium" became more common due to its high value, often compared to diamonds for its rarity and strength. The colonization of Fabiola made *"diamasium"* more widely recognized than the original name*, "adamant."*
- **Cold Iron**: Cold iron is a metal known for its incredible resistance to pressure, originally used by dwarves in mining operations. Its toughness allowed it to withstand tons of rock without collapsing, making it invaluable for preventing material loss during cave-ins. Over time, alloys incorporating cold iron were adopted by the School of the Crane witchers for their underwater combat gear, such as their silver swords, as it maintained its resilience even in harsh underwater conditions.
- **Dalvinite or Dalvinitium**: Dalvinite is another rare and powerful metal, known for preventing True Higher Vampires from transforming into mist, one of their most dangerous and evasive abilities. While adamantium can harm these beings, only dalvinite can stop them from escaping in mist form.
- **Flaurium**: A heat-resistant metal found in the bodies of the few Magma Trolls that have surfaced. It is theorized to originate from the Elemental Plane of Fire. The main difference between flaurium and sonzium is that flaurium requires even higher temperatures to melt, making it resistant to dragon fire. However, unlike sonzium, it is easily destroyed by cold. Due to its rarity, flaurium is hard to acquire, and only a few have managed to craft anything with it, such as the Crinfrid Reavers, who used weapons made from it to slay three red dragons and one black dragon. Sadly for the Reavers, they became too good at their job, and by the time they met Geralt of Rivia, they had to sell their weapons due to the scarcity of dragon hunts.
- **Ligirium**: Ligirium is a metal that channels and amplifies magical energy, with behavior that varies depending on ambient temperature. During the day, ligirium acts as a magical attractor, drawing in ambient magical energies. At night or in colder environments, it becomes a magical amplifier, significantly increasing the potency of spells or energy conducted through it. This dual nature makes ligirium highly sought after by mages, as it enhances both their ability to harness magic and the power of their spells. It is used in various magical artifacts to boost enchantment strength.
- **Mithril or Mithrilium**: Mithril has long been known as a *"false metal"* due to its impracticality in most applications. Despite legends claiming it is both lightweight and incredibly strong, mithril is much less durable and resistant than gold or copper and a poor conductor of heat and electricity. Its main appeal lies in its appearance—shiny, lustrous, and visually impressive. It is often used in decorative jewelry, ornamental armor, and ceremonial weapons. Though impractical for battle or heavy-duty construction, mithril's scarcity and beauty keep it in high demand among nobility and the wealthy.
- **Nebu or Nebunium**: Nebu, or nebunium, is a type of false gold renowned for its brighter

luster than real gold when exposed to sunlight. Despite its appearance, nebu is slightly more durable than steel, giving it value beyond aesthetics. Though rarer than gold, its distinct look and durability make it desirable for trade and crafting. However, its resemblance to gold makes it a common subject of deception, with nebu and pyrite often being passed off as gold. Nebu is primarily found in the distant land of Hannu and is coveted by traders and craftsmen.

- **Novisero**: *"New steel".* From Novi, *new* and Asiero, *steel* in Nordlingaen. The alloy from which the Steel swords of the School of the Crane is made.
- **Novi'gentium**: *"New silver"*. From Novi, new in Nordlingaen, and argentium, silver in Nordlingaen and scholarly language. The alloy from which the School of the Crane silver swords is made.
- **Pandorium**: Pandorium is a dense, extremely heavy metal used mainly in constructing secure vaults and chests. Banks like the Zammorto Bank and some branches of Vivaldi Banks use pandorium in their vaults due to its immense weight, making it difficult to move or break into without magic. Mages also use pandorium for safeguarding valuable or dangerous items, as lifting and transporting pandorium often requires spells. The metal is named after the famous mage Pandora, who used a box made of pandorium to trap an Ifrit, though the Ifrit later escaped, causing havoc during its transfer to a new container.
- **Rugitium**: Rugitium is a rare metal that amplifies any sound passing through it. It is widely used in creating alarms for homes and businesses. While less effective than magical alarms, rugitium alarms are significantly cheaper and effective for practical use. Its sound-amplifying properties have also been employed in certain musical instruments.
- **Sonzium or Hihi'irokane**: Sonzium, also known as Hihi'irokane, is a reddish metal named after the verb *"bleed"* in Nordlingaen due to its intense red color. It is mainly found on the Tuyotuki Islands and in smaller quantities within the Jasha Republic. Sonzium is known for its ability to retain heat much longer than most metals, making it useful in applications where heat preservation is essential. It also requires extremely high temperatures to melt, adding to its reputation as a durable material.

## Minerals

- **Bufonite**: Bufonite is a rare gemstone typically found in mines close to swamp ambients, named after the toads (bufo in Nordlingaen) that usually inhabit such areas. Bufonite possesses unique magical properties and is a key component in creating magical artifacts like the Mirrors of Nehaleni, which have oracular abilities, and the Eye of Nehaleni, which dispels magical illusions. Some scholars believe that bufonite forms near ligirium deposits, though this theory remains unproven.
- **Orgonite**: A mineral that had the property to retain and emitte lighting for a certain period of time. When crafted properly, it can be use to create magic lamps that gave the user the ability to see spirits and ghosts.
- **Trenite** (Trinite or Trinitite in different dialects)**:** Trenite is a crystal found in the coastal regions of Gemmeria, near the Sea of Gales. It is notable for its three distinct colorations—green, red, and black—hence its name, which derives from *"Tre,"* meaning three in Nordlingaen. Trenite is highly resistant to strong winds and extreme weather, making it a favored material for mage tower windows and other architectural uses. It also helps plants grow larger and stronger in greenhouses, sometimes inducing random mutations in the flora.

- **Volomite:** Volomite is a theorized mineral believed to exist in the sub-layer of Thíos Aine. If it exists, volomite would play a crucial role in reinforcing the cavern walls of this subterranean realm.

## Monster Parts

- **Sea Serpent Leather**: Sea serpent leather is similar to wyvern leather but is more resistant to the corrosive effects of saltwater, making it ideal for crafting armor and equipment for sailors and other seafaring individuals. Its durability and lightweight nature make it a popular choice for crafting gear that can withstand the rigors of ocean travel while providing strong protection.
- **Unicorn Horn**: The horn of a unicorn was once believed to enable interdimensional travel, particularly by the Aen Elle. However, these beliefs were disproven when it was discovered that the horn's power is only active while the unicorn is alive. After death, the horn rapidly deteriorates, and touching it with bare hands can cause temporary blindness, hallucinations, and weaken the immune system, increasing susceptibility to poisons and diseases. If thrown into water, it renders the water undrinkable. Despite several attempts, the horn has proven useless in alchemy or other practical applications.
- **Wyvern Leather**: Wyvern leather is prized for being lightweight yet durable, often used in crafting armor that offers protection without sacrificing mobility. Compared to heavy metal armors like those made from adamantium or steel, wyvern leather provides a lighter alternative while still offering significant protection against physical attacks. It is also more resistant to wear and tear, making it a favored material among mercenaries, bounty hunters, and witchers who require flexible, long-lasting armor for their travels and battles.

## Plants

- **Fern flower**: *TBA*
- **Hungry grass**: *TBA*
- **Bioluminiscence Moss**: A species of glowing moss with different adaptions depending on the terrain. Used by all the members of nymph family, with the exception of the dryads. Though, outside the nymph family, some elven cultures, like the Aen Woedde also use it. Safer and cleaner than a naked flame. It's existence is considered by some a proof that the sublayer of Thíos Aine, could exist.

## Substances

- **Atter**: A deadly poison crafted from a mixture of poisons and acids from various monsters such as basilisks, archgriffins, and wyverns. It is characterized by the expulsion of pus and bile during the subject's death. It can be used as a biological weapon, rendering soil infertile. It is costly to produce. The poison is named after Attre, a duchy and vassal state of Cintra, known for its landscape of dunes.
- **Shamir**: Shamir is a dwarven-created substance capable of disintegrating rock, originally intended to speed up mining processes. However, it was soon discovered that shamir also disintegrated valuable materials within the rock, like iron and diamonds, leading to its abandonment. Its formula was sold to Zerrikanian merchants, who named it after an

extinct giant worm species that once inhabited Zerrikania's underground. Though no longer used in mining, shamir has been employed in tunnel creation for warfare. However, it remains costly to produce.

## Other Materials

- **Xyrang**: A potent fertilizer made from various species of the eucalyptus genus used in the Far East, known for its ability to make soil absorb more water than usual, which is especially beneficial during floods.

## Notes

- This articles purpose is to talk about and expand on the materials found in the Canon for the Fanon community as well as development of non-canon fanon exclusive materials.

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